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Subject: Re: Do you consider bots and cheats in MMORPG'S that bad?

Posted by [EvilWhiteDragon](#) on Sun, 06 Jun 2010 19:16:11 GMT

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EvilWhiteDragon wrote on Fri, 04 June 2010 12:56Stats/currency and such are a scare resource in MMO's, so they will always break the economy while doing so.

And yes, cheating = cheating.

I just though up a nice analogy. It's kinda like the banks did/do with mortgages and such, they ruin the normal economy.

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